

CHARACTER SHEET

ST 12* [10]	HP 12 [0]	Basic Speed 7 [0]
DX 16 [120]	Will 11 [0]	Basic Move 7 [0]
IQ 11 [20]	Per 12 [5]	BL 29 lb (ST×ST)/5
HT 12 [20]	FP 12 [0]	Thr 1d-1 Sw 1d+2
TL 8 [0]	SM +0	

* Includes: +1 from 'Extra ST'

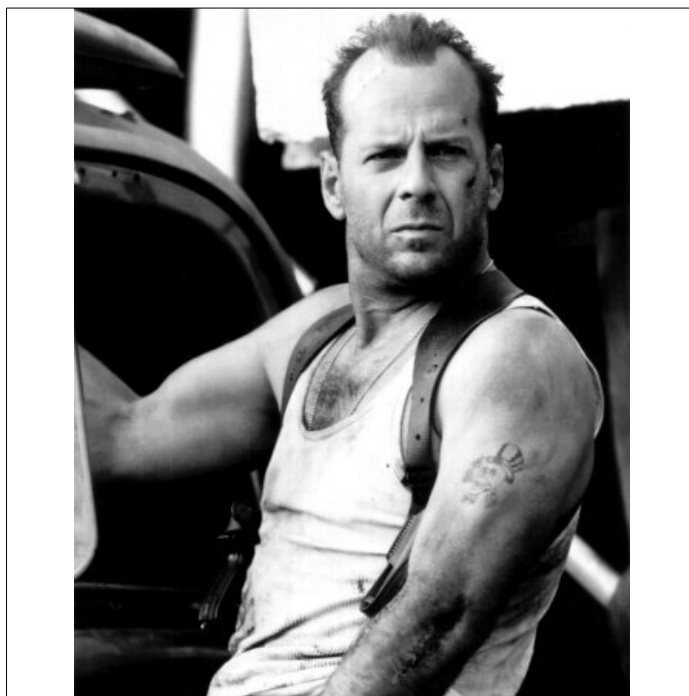
Vision 12	Fright Check 13*	High Jump 1.06 yd
Hearing 12	Consciousness 13†	Money 0‡
Touch 12	Death Check 13§	
Taste/Smell 12	Broad Jump 4.33 yd	

* Includes: +2 from 'Combat Reflexes'

† Includes: +1 from 'Hard to Subdue'

‡ Includes: +8000 from 'Shortsword (Disguised (Custom-built - Foldable Umbrella), Very Fine, Signature Gear)', +900 from 'Assault Vest (Signature Gear)', +600 from 'Assault Vest Trauma Plates (Signature Gear)', +450 from 'Ballistic Helmet (Signature Gear)', +200 from 'Ballistic Helmet Visor (Signature Gear)', +400 from 'Ballistic Leggings (Signature Gear)', +200 from 'DAP (Signature Gear)', +1000 from 'Fireproof Suit (Disguised (Custom Built - Ordinary Clothes), Signature Gear)', +250 from 'Gas Mask (TL 8)', +80 from 'Boots (Signature Gear)', +1000 from 'Concealable Vest (Signature Gear)', +30 from 'Leather Gloves (Signature Gear)', +200 from 'Large Tactical Light (Signature Gear)', +1500 from 'Advanced Night Sight, Add On (Signature Gear)', +3600 from 'Integral Targeting Laser (Shoulder Arm, Green, Signature Gear)', +2250 from 'Variable-Power Scope (1.5-4.5, Signature Gear)', +12050 from 'Steyr TMP, 9x19mm (Very Fine, Signature Gear)'

§ Includes: +1 from 'Hard to Kill'



ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	11	10	9	8	7

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb

* Takes 2 seconds to complete
 † Takes 4 seconds to complete
 ‡ Double with a running start
 § Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*

* Conditional: +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, -1 from 'Stubbornness'

CULTURAL FAMILIARITIES

Name	Pts
Western (Native) {p. B23}	[0]

LANGUAGES

Native	Spoken	Written	Pts
English (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
Spanish {p. B24}	Broken	-	[1]

TEMPLATES AND META-TRAITS

Name	Pts
Jujutsu (Martial Arts) {p. MA166} Description: The style described below is a purely unarmed art; bushi would study it as part of a larger ryu (see Ryu, p. 12). Historical Jujutsu forms ranged from arts that focused on grapples and throws to "hard" styles that differed little from karate. This version is a mixed style that uses grappling and striking equally.	[0]
Law Enforcement (Action) {p. A1:5} Description: You're a cop, retired cop, or PI.	[0]
Shooter (Action) {p. A1:14} Description: When asked what you do for a living, you've learned not to answer 'Gunfighter.'	[0]

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[15]

ADVANTAGES (continued)

Name	Pts
Contact (Boris the Blade; Effective Skill 12; 9 or less, *1; Somewhat Reliable, *1) {p. B44}	[1]
Extra ST 1 (Affects ST, +0%) Description: The Extra ST advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed score" modifier causes the Extra ST advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.	[10]
Gunslinger {p. B58}	[25]
Hard to Kill 1 {p. B58}	[2]
Hard to Subdue 1 {p. B59}	[2]
High Pain Threshold {p. B59} Roll to ignore pain: 14 (Will+3)	[10]
Luck {p. B66}	[15]
Patrons (Conspirators; 9 or less, *1) {p. B72} Description: 20 POINTS An extremely powerful organization (assets of at least 1 million times starting wealth == 10'000'000'000\$)	[20]
Signature Gear 4 {p. B85}	[4]

PERKS

Name	Pts
Akimbo (Submachine Guns) {p. HT249}	[1]
Off-Hand Weapon Training (Guns (Submachine Gun)) {p. PU2:16-17}	[1]
Style Familiarity (Jujutsu) {p. MA166}	[1]

DISADVANTAGES

Name	Pts
Duty (The City of Angels; 15 or less (almost always); Extremely Hazardous, -5) {p. B134}	[-20]
Enemy (Jugde Goodwill; More powerful than the PC; 9 or less, *1) {p. B135}	[-20]
Impulsiveness (9 or less, *1.5) {p. B139}	[-15]
Intolerance (Gangs; One group) {p. B140}	[-5]
Sense of Duty (Team) {p. B153}	[-5]
Stubbornness {p. B157}	[-5]

QUIRKS

Name	Pts
Dislikes Cops who do it "by the book" {p. B163}	[-1]
Dislikes Hippies {p. B163}	[-1]
Likes Bourbon {p. B163}	[-1]
Likes Lucky Strikes {p. B163}	[-1]
Vow (Kill the Rollin' 60s) {p. B163}	[-1]

SKILLS			
DX based	Level	Relative	Pts
Acrobatics {p. B174}	16	DX+0	[4]
Climbing {p. B183}	15	DX-1	[1]
Driving/TL8 (Automobile) {p. B188}	15	DX-1	[1]
Fast-Draw/TL8 (Ammo) {p. B194}	17*	DX+1	[1]
Fast-Draw (Long Arm) {p. B194}	17*	DX+1	[1]
Fast-Draw (Pistol) {p. B194}	17*	DX+1	[1]
Forced Entry {p. B196}	16	DX+0	[1]
dGuns/TL8 (Pistol) {p. B198}	17	DX+1	[1]
dGuns/TL8 (Rifle) {p. B198}	17	DX+1	[1]
dGuns/TL8 (Shotgun) {p. B198}	17	DX+1	[1]
Guns/TL8 (Submachine Gun) {p. B198}	18	DX+2	[4]
Judo {p. B203}	15	DX-1	[2]
Parry: 11			
Jumping {p. B203}	16	DX+0	[1]
Karate {p. B203}	15	DX-1	[2]
Description: Notes: Calculated damage takes into account bonuses from Claws and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate.			
Parry: 11			
Liquid Projector/TL8 (Sprayer) {p. B205}	16	DX+0	[1]
Shield (Shield) {p. B220}	16	DX+0	[1]
Block: 12			
Shortsword {p. B209}	17	DX+1	[4]
Parry: 12			
Stealth {p. B222}	15	DX-1	[1]
Throwing {p. B226}	15	DX-1	[1]
HT based	Level	Relative	Pts
Running {p. B218}	12	HT+0	[2]
IQ based	Level	Relative	Pts
Administration {p. B174}	11	IQ+0	[2]
Area Knowledge (South Central) {p. B176}	11	IQ+0	[1]
Armoury/TL8 (Small Arms) {p. B178}	12	IQ+1	[4]
Computer Operation/TL8 {p. B184}	11	IQ+0	[1]
Criminology/TL8 {p. B186}	11	IQ+0	[2]
Diplomacy {p. B187}	11	IQ+0	[4]
Fast-Talk {p. B195}	12	IQ+1	[4]
First Aid/TL8 (Human) {p. B195}	12	IQ+1	[2]
Holdout {p. B200}	12	IQ+1	[4]
Law (Police) {p. B204}	11	IQ+0	[4]
Savoir-Faire (Police) {p. B218}	12	IQ+1	[2]
Shadowing {p. B219}	11	IQ+0	[2]
Streetwise {p. B223}	11	IQ+0	[2]
Per based	Level	Relative	Pts
Observation {p. B211}	13	Per+1	[4]
Search {p. B219}	13	Per+1	[4]

* Includes: +1 from 'Combat Reflexes'

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	16	—	1d-2 cr	C	—	—	
Elbow Strike (Karate)	14	—	1d-2 cr	C	—	—	
Karate: Punch	15	11	1d-2 cr	C	—	—	
Karate: Kick	13	—	1d-1 cr	C,1	—	—	
Kick	14	—	1d-1 cr	C,1	—	—	
Punch	16	12	1d-2 cr	C	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Tactical Light (Signature Gear): Swing	17	12	1d+2 cr	1	6	4	
Large Tactical Light (Signature Gear): Thrust	17	12	1d-1 cr	1	6	4	
Shortsword (Disguised (Custom-built - Foldable Umbrella), Very Fine, Signature Gear): Swing	17	12	1d+4 cut	1	8	4	
Shortsword (Disguised (Custom-built - Foldable Umbrella), Very Fine, Signature Gear): Thrust	17	12	1d+1 imp	1	8	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Steyr TMP, 9x19mm (Very Fine, Signature Gear): Primary	19	2d+2 pi	7	160 yd / 1.02 mi	15	30+1(3)	8†	-3	2	2	
Steyr TMP, 9x19mm (Very Fine, Signature Gear): Hollow-Point	19	2d+2(.5) pi+	7	160 yd / 1.02 mi	15	30+1(3)	8†	-3	2	2	
Steyr TMP, 9x19mm (Very Fine, Signature Gear): APHC	19	2d+2(2) pi-	7	160 yd / 1.02 mi	15	30+1(3)	8†	-3	2	2	

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	12*	10*	10/11*	
Judo	DX	DX	Light	

Loc. HP #

- Eyes: 2
- Neck: —
- Skull: —
- Face: —
- Torso: —
- Groin: —
- Arms: 7
- Hands: 5
- Legs: 7
- Feet: 5

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

SLAM TABLE		
1-2	3-4	5-8
1d-3	1d-2	1d-1

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	—	Vitals†	-3
5	Face	-5(f)/-7(b)	—	Eye‡	-9
6-7	Right Leg	-2	—	Ear	-7
8	Right Arm	-2	—	Nose	-7
9-10	Chest*	—	—	Jaw	-6
11	Abdomen*	-1	—	Spine§	-8
12	Left Arm	-2	—	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	—	Neck Vein/Artery¶	-8
15	Hand	-4	—	Arm/Leg Joint**	-5
16	Foot	-4	—	Hand/Foot Joint**	-7
17-18	Neck	-5	—	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
 † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 ** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism - Armor Gaps*, p. LT101.

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	12 13 14 15 16 17 18 19 20 21 22 23	24 25 26 27 28 29 30 31 32 33 34 35	36 37 38 39 40 41 42 43 44 45 46 47	48 49 50 51 52 53 54 55 56 57 58 59

HP loss effects are cumulative with each other and any effects suffered from FP loss.
less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.

-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5xHP or less: Immediate death.

FP	0 FP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

TECHNIQUES			
Name	Level	Relative	Pts
Arm Lock (Judo) {p. MA65, B230}	16	def+1	1
Disarming (Judo) {p. MA70, B230}	16	def+1	2
Elbow Strike (Karate) {p. MA71, B230}	14	def+1	1

LOAD-OUTS			
Qty	Civilian	Cost	Weight
1	Civilian Contents - Cost: 1000, Weight: 9 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	1000	9 lb
1	Concealed Armor Contents - Cost: 1000, Weight: 2 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	1000	2 lb
1	Concealable Vest (Signature Gear) (Signature Gear, +0) {p. HT66} Description: TL:8 LC:3 DR:12/5* Location:torso Notes:[1] Concealable as or under clothing. [2] Split DR: use the first, higher DR against piercing and cutting attacks; use the second, lower DR against all other damage types. Location: torso	1000	2 lb
1	Boots (Signature Gear, Free) (_Free, *0) {p. HT68} Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet	0	3 lb
1	Leather Gloves (Signature Gear, Free) (_Free, *0) {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	0	-
1	Fireproof Suit (Disguised (Custom Built - Ordinary Clothes), Signature Gear, Free) (_Free, *0; Disguised (custom-built), *5) {p. HT75} Description: TL:7 LC:4 DR:4/1* Location:full suit Notes:[4] Use the higher DR against burning damage only. [5] Concealable as or under clothing. Location: full suit	0	4 lb
Totals:		1000	9 lb
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 24080, Weight: 51.7 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	24080	51.7 lb
1	Assault Armor Contents - Cost: 3910, Weight: 42.4 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	3910	42.4 lb
1	Assault Vest (Signature Gear) (Signature Gear, +0) {p. HT66} Description: TL:8 LC:2 DR:12/5* Location:torso, groin Notes:[2] Split DR: use the first, higher DR against piercing and cutting attacks; use the second, lower DR against all other damage types. Location: torso, groin	900	8 lb
1	Assault Vest Trauma Plates (Signature Gear) (Signature Gear, +0) {p. HT66} Description: TL:8 LC:2 DR:23 Location:torso Location: torso	600	8 lb
1	Ballistic Helmet (Signature Gear) (Signature Gear, +0) {p. HT70} Per Unit - Cost: 250, Weight: 3 lb Contents - Cost: 200, Weight: 1.4 lb Description: TL:8 LC:3 DR:12 Location:skull Location: skull	450	4.4 lb
1	Ballistic Helmet Visor (Signature Gear) (Signature Gear, +0) {p. HT70} Description: TL:8 LC:3 DR:10 Location:eyes, face Location: eyes, face	200	1.4 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Assault Armor	3910	42.4 lb
1	Ballistic Leggings (Signature Gear) (Signature Gear, +0) {p. HT68} Description: TL:8 LC:4 DR:12/5F* Location:legs Notes:[1] Split DR: use the first, higher DR against piercing and cutting attacks; use the second, lower DR against all other damage types. Location: legs	400	8 lb
1	DAP (Signature Gear) (Signature Gear, +0) {p. HT68} Description: TL:8 LC:4 DR:8/2* Location:arms Notes:[1] Split DR: use the first, higher DR against piercing and cutting attacks; use the second, lower DR against all other damage types. Location: arms	200	5 lb
1	Fireproof Suit (Disguised (Custom Built - Ordinary Clothes), Signature Gear) (Signature Gear, +0; Disguised (custom-built), *5) {p. HT75} Description: TL:7 LC:4 DR:4/1* Location:full suit Notes:[4] Use the higher DR against burning damage only. [5] Concealable as or under clothing. Location: full suit	1000	4 lb
1	Gas Mask (TL 8) (Signature Gear, +0) {p. HT72} Description: TL:8 LC:4 DR:2 Location:eyes, face Notes:[1] Gives Filter Lungs, Immunity to Eye and Nose Irritants, and No Sense of Smell/Taste. [3] Gives No Peripheral Vision (p. B151). Location: eyes, face	250	2 lb
1	Boots (Signature Gear) (Signature Gear, +0) {p. HT68} Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet	80	3 lb
1	Leather Gloves (Signature Gear) (Signature Gear, +0) {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-
1	Load-Bearing Vest {p. HT54} Description: Load-Bearing Vest (TL7). The modern assault vest dates to the Vietnam War, and becomes popular in the late 1980s among SWAT teams and the like. An LBV is easier to take on and off – and the gear is carried up on the torso, which protects the contents when wading in water. It's also less cumbersome in tight spots, which is important to tankers and aircrew. It's designed to hold 20-30 lbs. of gear. Modern body armor often features integral pouches and attachment points, making it equivalent to a LBV. Takes two seconds to don or remove. \$30, 2 lbs. LC4. Usernotes: Habe Tech Level 8 Version "erfunden" und den Preis vervierfacht, dafür Gewicht von 2 lbs auf 1 lbs gesenkt. Gibt es so aber im HT Buch nicht!	120	1 lb
1	Weapons Contents - Cost: 20050, Weight: 8.3 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	20050	8.3 lb
1	Shortsword (Disguised (Custom-built - Foldable Umbrella), Very Fine, Signature Gear) (Signature Gear, +0; Disguised (custom-built), *5; Very Fine Quality, *4) {p. B273} Description: TL:2 LC:4, [Mode:swing Dam:sw cut Reach:1 Parry:0 ST:8 Skill:Shortsword], [Mode:thrust Dam:thr imp Reach:1 Parry:0 ST:8 Skill:Shortsword]	8000	2 lb
1	Steyr TMP, 9x19mm (Very Fine, Signature Gear) (Signature Gear, +0; Armor-Piercing Hardcore, +0; Hollow-Point, +0; Receives Skill Bonus (+3), +0; Receives Skill Bonus (+1), +0; Very Fine Quality, *5) {p. HT124} Per Unit - Cost: 6000, Weight: 3.8 lb Contents - Cost: 6050, Weight: 2.5 lb Description: TL:8 LC:2 Ammo:1 lb. Damage:2d+2 pi Acc:2 Range:160/1800 RoF:15 Shots:30+1(3) ST:8† Bulk:-2 Rcl:2 Skill:Guns (Submachine Gun) Notes: Usernotes: -1 Bulk from Scope (Edited in the weaponstats). Steyr TMP, 9x19mm Parabellum (Austria, 1993-2001) The Taktische Maschinenpistole (tactical machine pistol) was a light, sleek weapon resembling a large pistol with a foregrip. At 12" overall length, it was easy to conceal, and several units adopted it for bodyguard duties. If fired one-handed: ST 10, Rcl 3. With a 15-round magazine: Wt. 3.4/0.5, Shots 15+1(3).	12050	6.3 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Steyr TMP, 9x19mm (Very Fine, Signature Gear) (Signature Gear, +0; Armor-Piercing Hardcore, +0; Hollow-Point, +0; Receives Skill Bonus (+3), +0; Receives Skill Bonus (+1), +0; Very Fine Quality, *5) {p. HT124}	12050	6.3 lb
1	Variable-Power Scope (1.5-4.5, Signature Gear) (Signature Gear, +0) {p. HT155} Per Unit - Cost: 750, Weight: 1 lb Contents - Cost: 1500, Weight: 1 lb Description: -1 to Bulk	2250	2 lb
1	Advanced Night Sight, Add On (Signature Gear) (Signature Gear, +0) {p. HT156} Description: Advanced Night Sight, Add-On (TL8). This accessory adds Night Vision 7 to the benefits of another scope or sight. \$1,500, 1 lb., 2*XS/90 hrs. LC3.	1500	1 lb
1	Integral Targeting Laser (Shoulder Arm, Green, Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder Arm) (TL8). A built-in targeting laser with a 750-yard range. \$900, neg., 2*XS/100 hrs. LC3. Green -> Price * 4, Range * 2	3600	-
1	Large Tactical Light/TL8 (Signature Gear) (Signature Gear, +0) {p. HT52} Description: TL:0 LC:4, [Mode:swing Dam:sw cr Reach:1 Parry:0 ST:6 Skill:Shortsword], [Mode:thrust Dam:thr cr Reach:1 Parry:0 ST:6 Skill:Shortsword] Large Tactical Light (TL8). 100-yard beam. \$200, 0.5 lb., 4*XS/2 hrs. LC4.	200	8 oz
Totals:		24080	51.7 lb
Qty	Hideout	Cost	Weight
1	Hideout Contents - Cost: 11630, Weight: 2 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	11630	2 lb
11510	Dollar Per Unit - Cost: 1	11510	-
1	Ordinary Clothes {p. B266} Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	120	2 lb
Totals:		11630	2 lb

SCRATCH PAD

CAMPAIGN LOG

Points: (logged) 36 + (other) 0 = (total) 36

I want to be Joe 'Jolly' Rogers again

Brauche mit dem Weglassen der 12 Punkte die ich in Intimidation gesteckt hatte noch +24 Punkte wenn ich mir alles unten kaufen will (kostet insgesamt 36: 36-12=24). Da diese Punkte für Intimidation aber natürlich noch nicht auf dem Template waren, habe ich diese nicht "erstattet" gekriegt und so habe ich 36 Punkte dazu genommen.

Advantages die mir noch fehlen:

- Language Spanish, Spoken:broken [1]
- Contact (Boris the Blade) [1]
- Combat Reflexes [15]

Skills die mir noch fehlen:

- Climbing [1]
- Shield (Shield) [1]
- Area Knowledge (South Central) [1]
- Criminology [2]
- Fast-Talk [4]
- Diplomacy [4]
- Shadowing [2]
- Streetwise [2]
- First Aid (Human) [2]

Folgende Skills würde ich weglassen (Bruno):

- Intimidation [-12]

21.01.2012: 36 pts

CAMPAIGN LOG (continued)**Initial Character Creation - Strike Team / GURPS Action**

Lens: Law Enforcement - 20 Punkte

4 Law(Police) ist vorgeschrieben

Dann habe ich ausgelesen:

4 Observation

4 Search

4 Shortsword

2 Administration

2 Savoir-Faire (Police)

Quirks - dafür habe ich folgendes gekauft für 5 Punkte

1 Style Familiarity Jujitsu

1 Style Tech/A Elbow Strike

1 Style Tech/A Arm Lock

2 Style Tech/H Disarming

21.01.2012: 0 pts

POINTS SUMMARY**Pts**

Basic Attributes, Secondary Characteristics	[175]
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Advantages, Perks	[108]
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Disadvantages, Quirks	[-75]
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Skills, Techniques	[78]
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Total Points Spent:	286
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Unspent Points:	0
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